

IN THE CLAIMS

Please amend the claims as follows:

1. (Currently Amended) A force feedback apparatus comprising:

a jetting unit that includes nozzles and that is configured to control a jet amount or a jet direction of gas or liquid jetted from the nozzles; and

a jet control unit configured to control the jet amount or the jet direction of the gas or the liquid according to a position or an orientation of a receiver that is configured to receive a pressure by the gas or the liquid jetted from the jetting unit so as to provide force feedback to an operator, wherein

the position or the orientation of the receiver is measured by a receiver measurement unit,

the nozzles are arranged in an equilateral triangular shape in the jetting unit, and when the receiver has a concave shape of a diameter D, intervals for placing each of the nozzles in the jetting unit are set such that at least one nozzle exists within a region having a diameter of a constant  $\times D$ , in which the constant is a positive value equal to or less than 1, [[and]]

the receiver is separated from a surface on which the nozzles that form the equilateral triangular shape are arranged, and

the gas or the liquid is jetted towards the receiver from the nozzles that form the equilateral triangular.

2. (Original) The force feedback apparatus as claimed in claim 1, wherein the receiver has a hemispheric shape and the constant is 0.8.

3. (Canceled)

4. (Previously Presented) The force feedback apparatus as claimed in claim 1, wherein the jetting unit includes a nozzle open/close unit for opening or closing a nozzle of the nozzles in response to an occurrence of a jet of the gas or the liquid, and wherein a point of support for opening and closing of the nozzle with the open/close unit is provided on an operator side of the nozzle.

5. (Previously Presented) The force feedback apparatus as claimed in claim 1, further comprising a virtual object calculation unit configured to calculate a state of a virtual object in a virtual environment, to be displayed by a virtual environment display unit, according to the position or the orientation of the receiver.

6. (Previously Presented) The force feedback apparatus as claimed in claim 5, further comprising a sound generation control unit configured to control an attribute of a sound generated by a sound generation unit according to the state of the virtual object, or the position or the orientation of the receiver.

7. (Previously Presented) The force feedback apparatus as claimed in claim 6, wherein the sound generation control unit is configured to control the attribute of the sound generated by the sound generation unit according to the state of the virtual object, or the position or the orientation of the receiver, and according to identification of the receiver or a shape or a color of the receiver measured by the receiver measurement unit.

8. (Currently Amended) A force feedback method, comprising:

controlling a jet amount or a jet direction of gas or liquid from nozzles included in a jetting unit according to a position or an orientation of a receiver that is configured to receive a pressure from the gas or the liquid jetted from the nozzles so as to provide force feedback to an operator, the nozzles being arranged in an equilateral triangular shape in the jetting unit, wherein,

when the receiver has a concave shape of a diameter  $D$ , intervals for placing the nozzles in the jetting unit are set such that at least one nozzle exists within a region having a diameter of a constant  $\times D$ , in which the constant is a positive value equal to or less than 1, [[and]]

the receiver is separated from a surface on which the nozzles that form the equilateral triangular shape are arranged, and

the gas or the liquid is jetted towards the receiver from the nozzles that form the equilateral triangular.

9. (Original) The force feedback method as claimed in claim 8, wherein the receiver has a hemispheric shape and the constant is 0.8.

10. (Previously Presented) The force feedback method as claimed in claim 8, further comprising:

calculating a state of a virtual object in a virtual environment, to be displayed by a virtual environment display unit, according to the position or the orientation of the receiver.

11. (Previously Presented) The force feedback method as claimed in claim 10, further comprising:

controlling an attribute of a sound generated by a sound generation unit according to the state of the virtual object or the position or the orientation of the receiver.

12. (Previously Presented) The force feedback method as claimed in claim 11, the controlling an attribute of a sound including controlling an attribute of a sound generated by the sound generation unit according to the state of the virtual object or the position or the orientation of the receiver, and according to identification of the receiver or a shape or a color of the receiver.

13-14. (Canceled)